FIG. 1

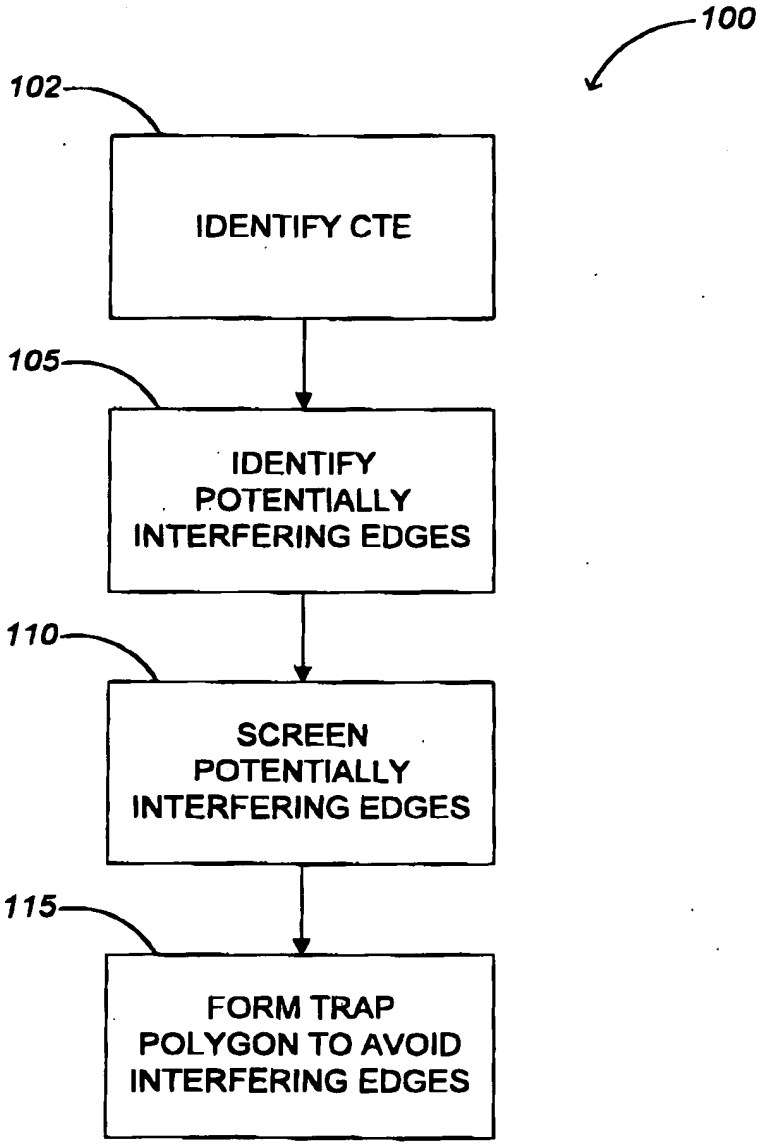

100
102
IDENTIFY CTE
105
IDENTIFY POTENTIALLY INTERFERING EDGES
110
SCREEN POTENTIALLY INTERFERING EDGES
115
FORM TRAP POLYGON TO AVOID INTERFERING EDGES

FIG. 2

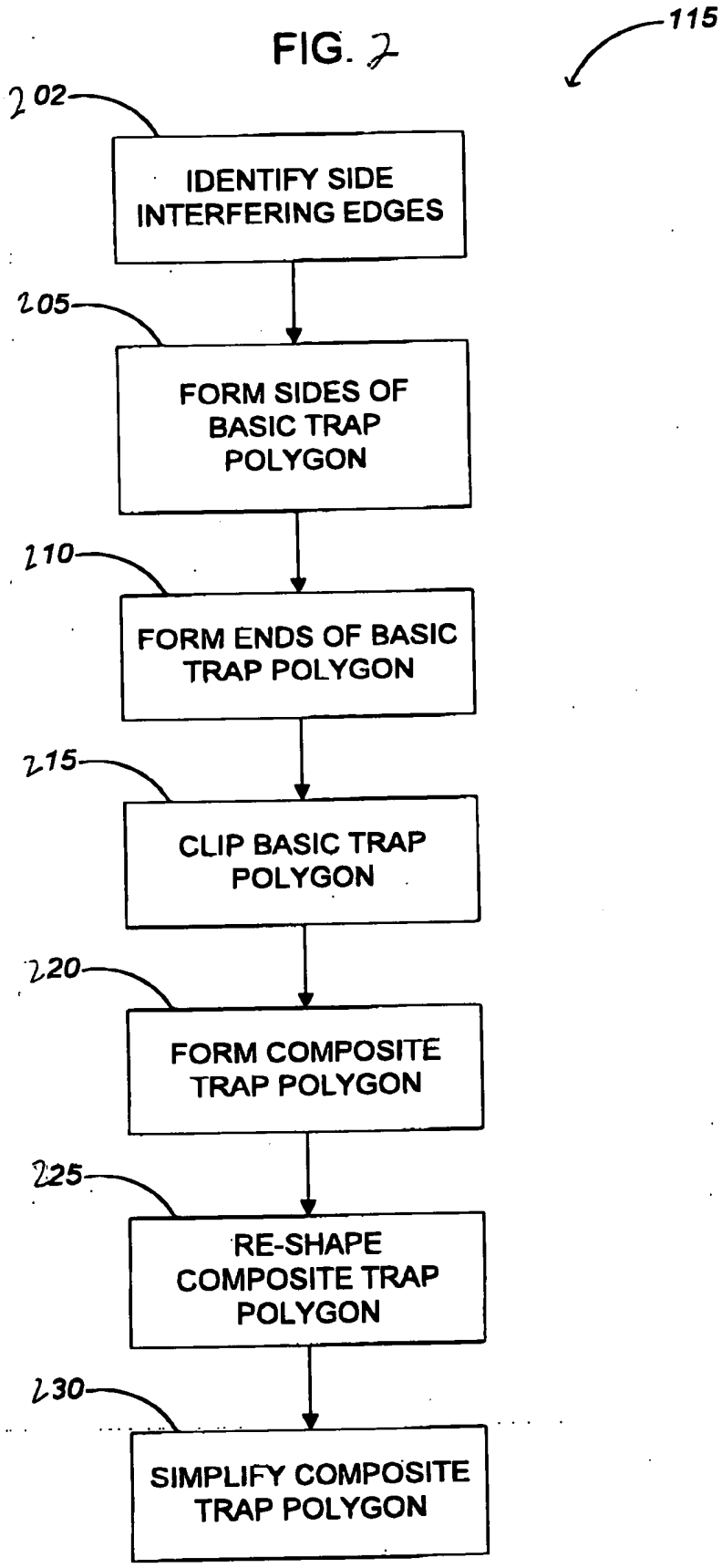

115
202
IDENTIFY SIDE INTERFERING EDGES
205
FORM SIDES OF BASIC TRAP POLYGON
210
FORM ENDS OF BASIC TRAP POLYGON
215
CLIP BASIC TRAP POLYGON
220
FORM COMPOSITE TRAP POLYGON
225
RE-SHAPE COMPOSITE TRAP POLYGON
230
SIMPLIFY COMPOSITE TRAP POLYGON

FIG. 3

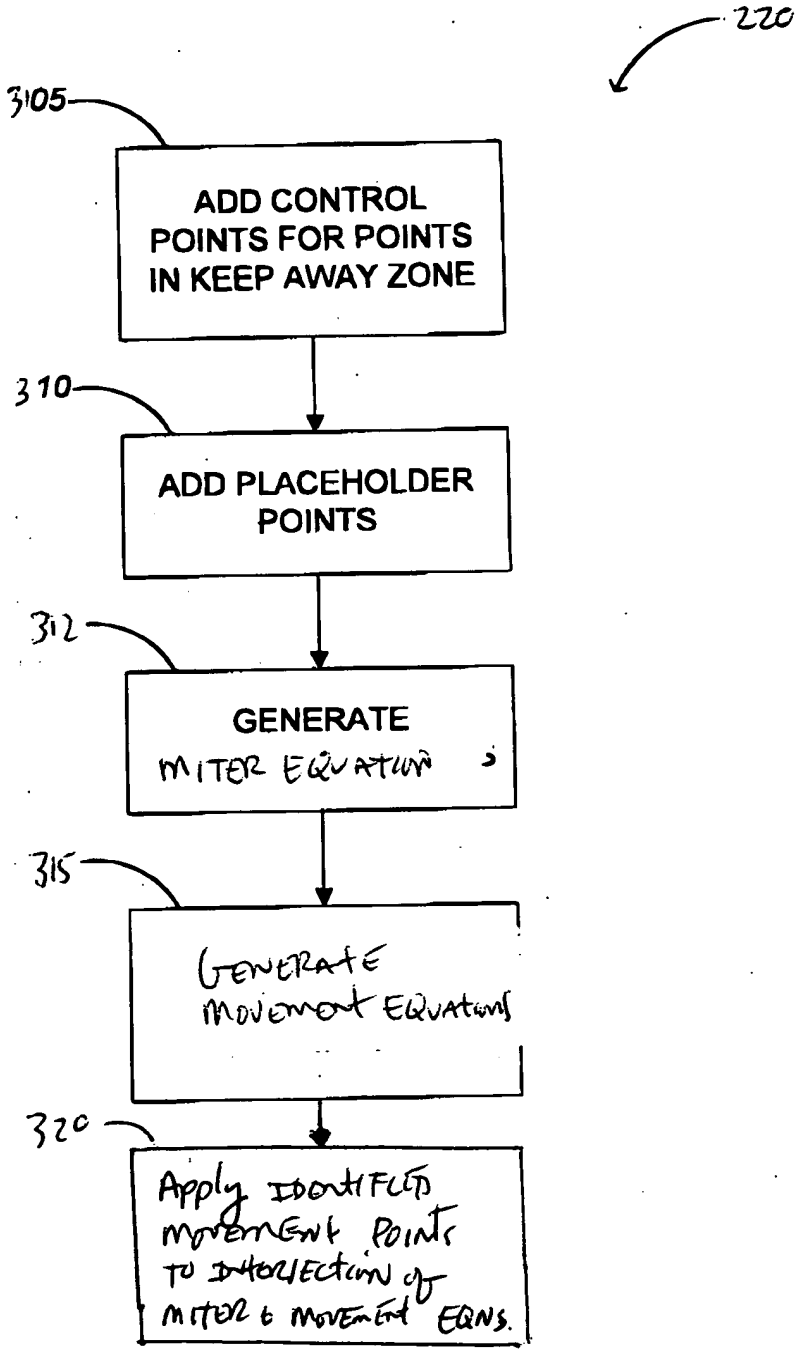

220
3105
ADD CONTROL POINTS FOR POINTS IN KEEP AWAY ZONE
310
ADD PLACEHOLDER POINTS
312
GENERATE MITER EQUATION
315
GENERATE MOVEMENT EQUATIONS
320
Apply IDENTIFIED MOVEMENT POINTS TO INTERSECTION OF MITER & MOVEMENT EQNS.

FIG. 4A

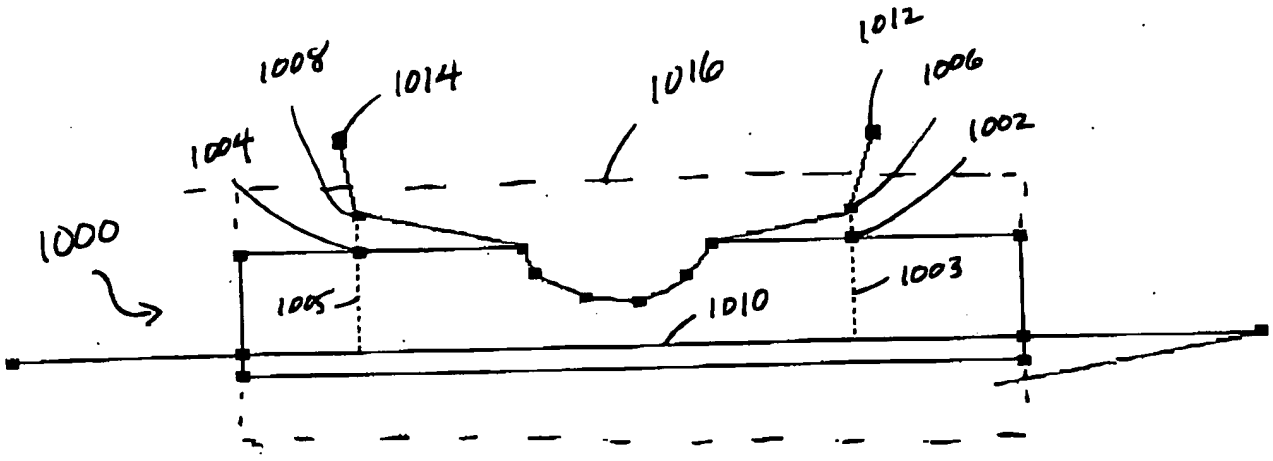

1008
1014
1016
1012
1006
1004
1002
1000
1005
1003
1010

FIG. 4B

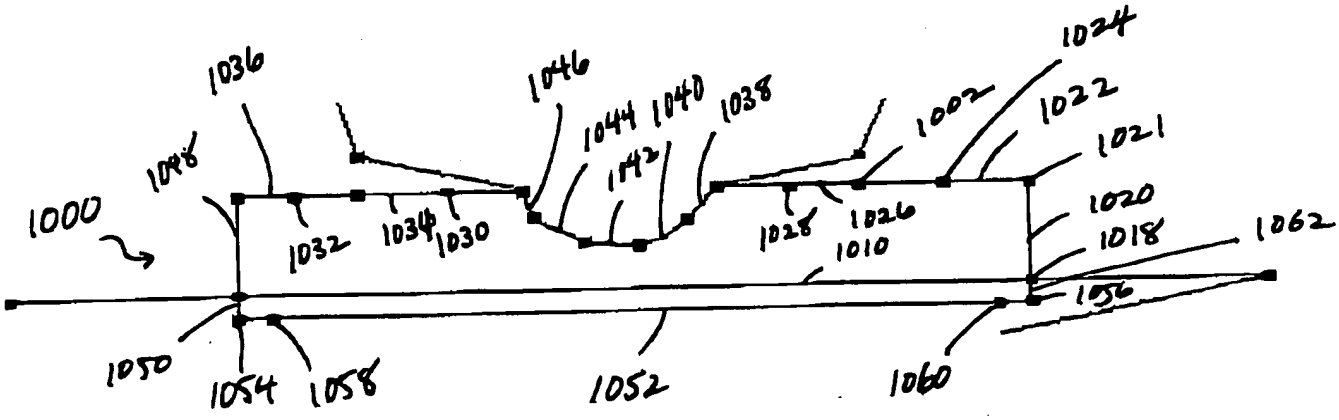

1036
1046
1044
1040
1038
1024
1002
1022
1021
1048
1000
1032
1034
1030
1042
1028
1026
1020
1018
1062
1010
1056
1050
1054
1058
1052
1060

FIG. 4C

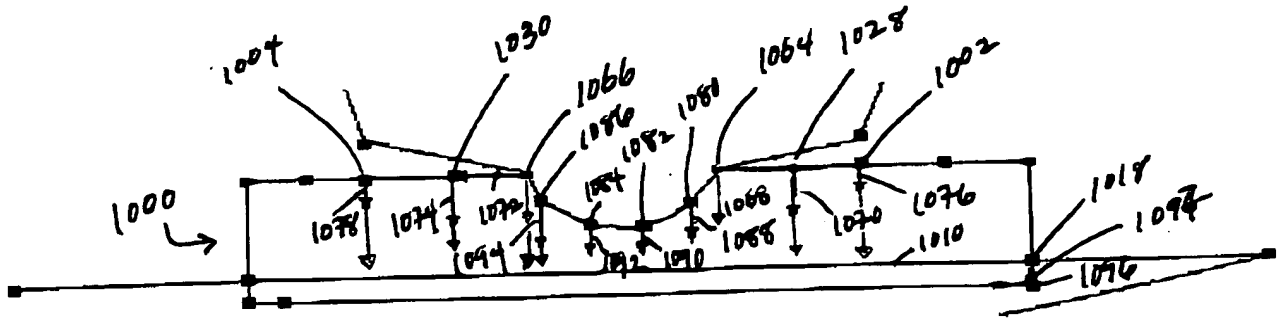
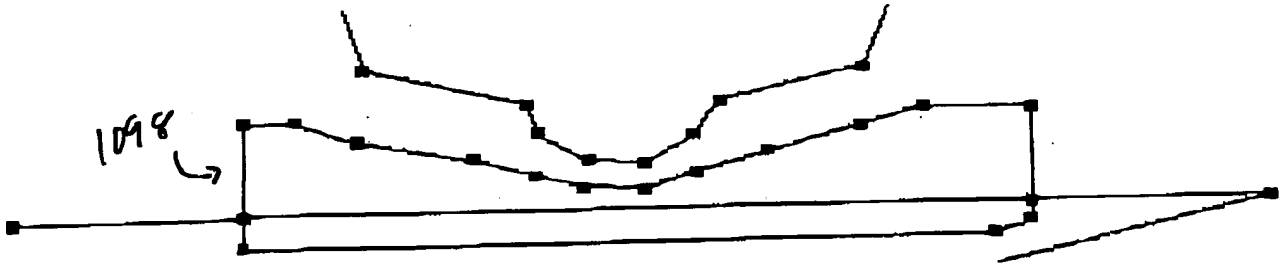

1004
1030
1066
1086
1082
1080
1064
1028
1002
1000
1078
1074
1072
1094
1092
1090
1088
1068
1070
1076
1010
1018
1098
1096

FIG. 4D


1098

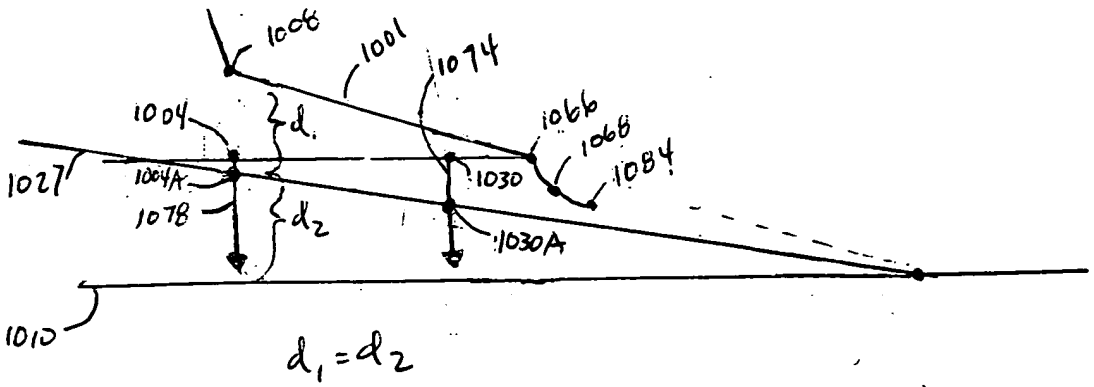


FIG. 4E

0050050.0050026

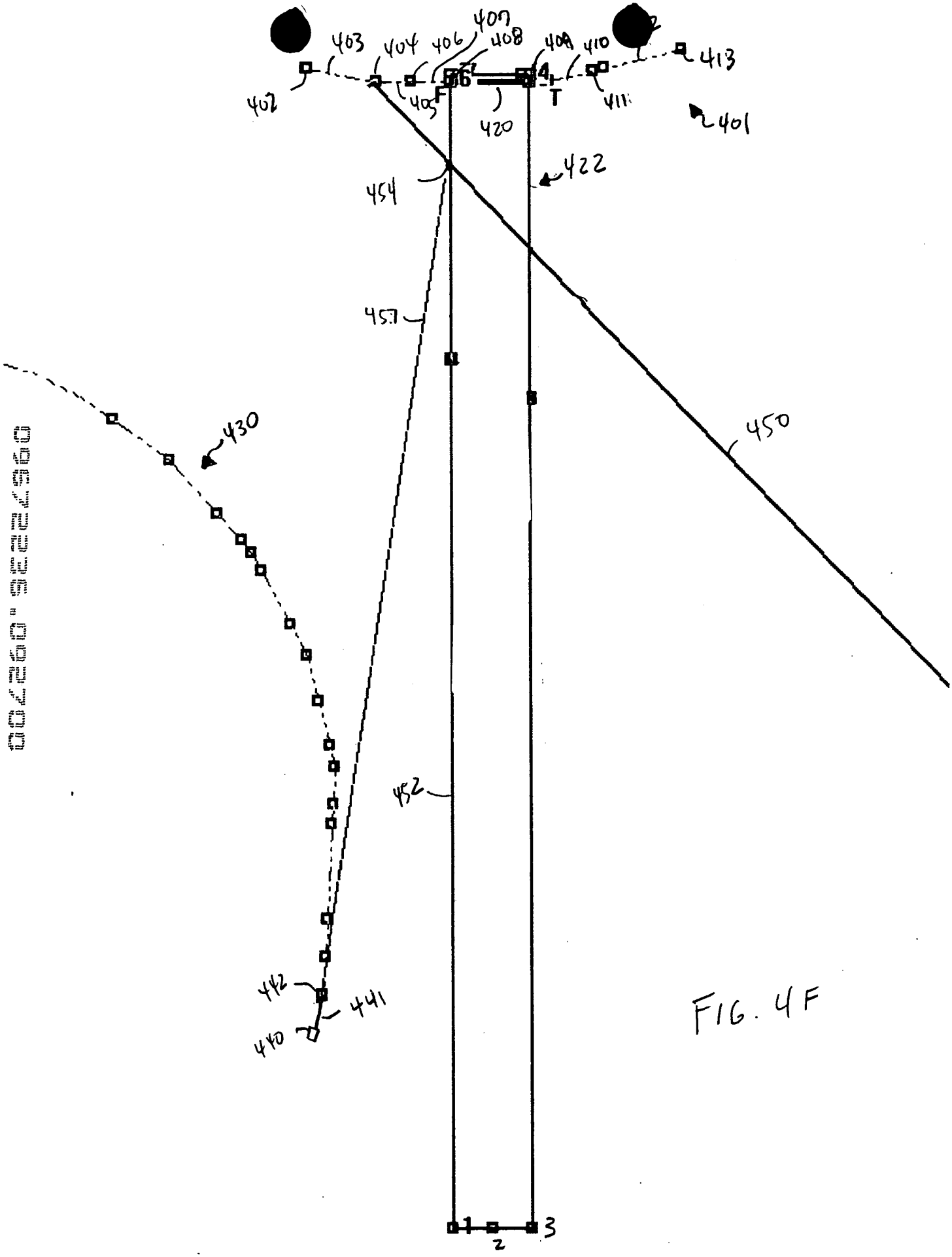

403
404
406
407
408
409
410
413
402
405
F
6
2
4
T
411
420
401
422
454
457
430
450
452
442
441
440
1
2
3

FIG. 4F

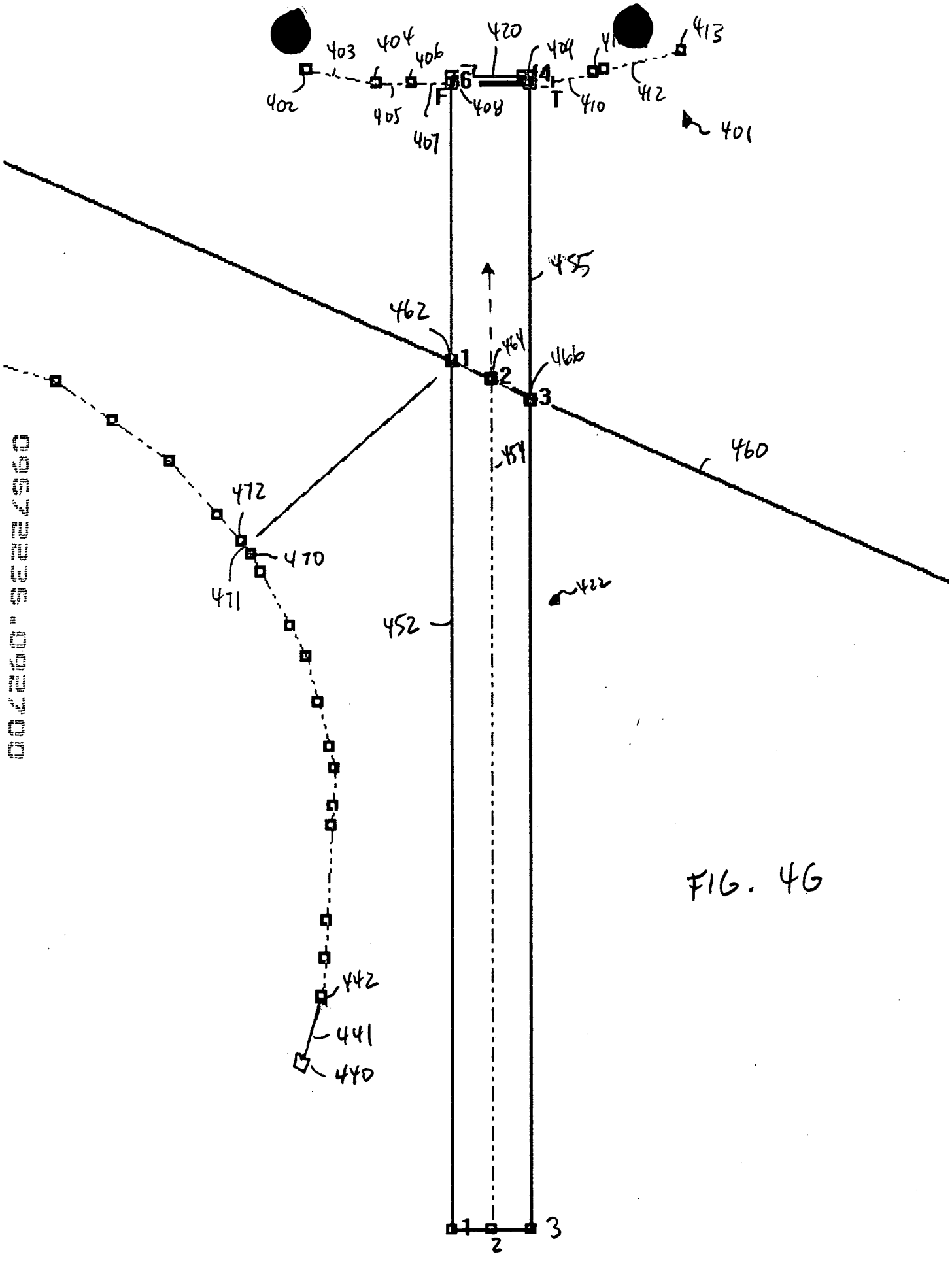

403
404
406
420
424
413
402
405
F
6
4
T
410
412
407
408
401
455
462
464
466
460
459
472
470
471
452
422
442
441
440
1
2
3
1
2
3

FIG. 4G

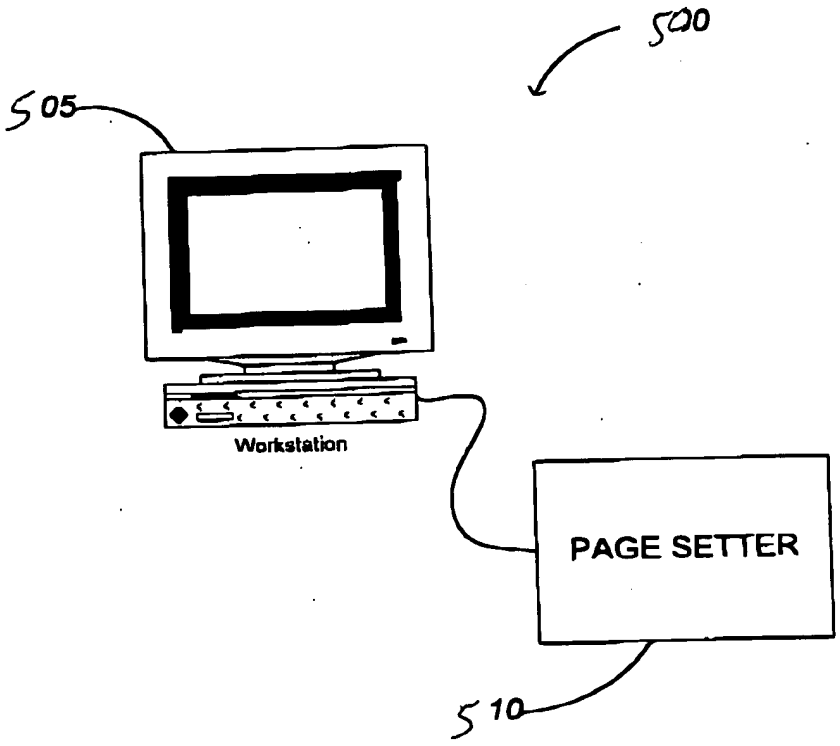



FIG. 5